YOUR GAME. YOUR RULES.

APU eSports Malaysia Academy: First-of-its-Kind in Malaysia

APU eSports Malaysia Academy is a joint initiative by Esports Malaysia and APIIT Education Group as the Premier eSports education hub in promoting healthy competitive gaming within the university environment.

The Academy will play a role in building students' character, by developing professional & essential life skills such as critical thinking, perseverance, teamwork and decision-making.

The academy strives to provide a wholistic eSports education which are game based courses as well as industrial based courses to nurture global ready eSports professionals to cater all spectrum of the eSports ecosystem.

01: COURSES OFFERED
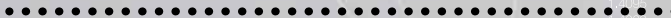
Game-based Training
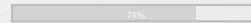
> Skills Certificate in League of Legends (LOL)
> Skills Certificate in Defense of the Ancients 2 (DOTA2)
> Skills Certificate in Counter-Strike: Global Offensive (CS:GO)
> eSports Career Advising and Pathway Guidance

02: LEARNING OBJECTIVES & OUTCOMES

Game-based Training

> Develop essential skills required in competitive gaming of the subject matter and learning about the esports ecosystem:
> Build, understand, strengthen game knowledge and introduce esports ecosystem.
> Improve individual play styles and acquiring the right skills to become pro gaming athlete.
> Train and maintaining game senses, reflexes and strategies.
> Develop understanding of team dynamics, effective teamwork, sportsmanship, positive play ethics and game winning conditions.
> Develop a range of soft skills such as discipline, leadership, perseverance, critical thinking, decision-making, problem- solving, communication and others.

STRUCTURE & DURATION | 16 Weeks – 64 hours class (Classes are held on every Saturday, except for Public Holidays)
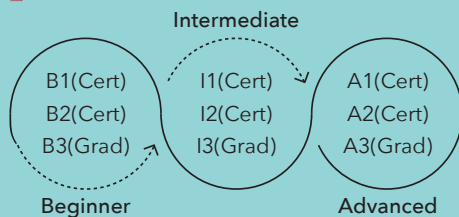
The semester consists of:

> 6 weeks – Game Time (Lessons)
> 6 weeks – Panic Room (Continuous Assessments through Activities, no Examinations)
> 2 to 4 Mystery Mayhem sessions (Out-of-Class Activities / Talks / Workshops / Seminars by Prominent Industry Players)
> eSports Career Advising and Pathway Guidance

COURSE REGISTRATION & COMPLETION PATHWAYS:

Application ◦▶◦◦◦◦◦ Evaluation ◦▶◦◦◦◦◦ Offer Letter ◦▶◦◦◦◦◦ Registration & Payment ◦▶◦◦◦◦◦◦◦◦

Certification & Graduation ◦◦◦◦◦◀◦ Start class & Career Advising ◦◦◦◦◦◀◦ Orientation, Verification & Personality Test

LEVEL ADVANCEMENT:

Intermediate

Beginner
B1(Cert)
B2(Cert)
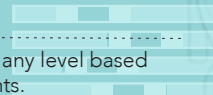B3(Grad)

I1(Cert)
I2(Cert)
I3(Grad)

A1(Cert)
A2(Cert)
A3(Grad)
Advanced

Students can be upgraded or downgraded upon verification by coaches.

Students may need min 1 semester or max 3 semester to complete a level based on their skills & competency progression.

Students can upgrade or advance to any level based on their progression and achievements.

04: REQUIREMENTS & EXPECTATIONS

	- LEVEL -		
	BEGINNER	INTERMEDIATE	ADVANCED

GENERAL REQUIREMENTS

- The minimum age requirement for admission is 12 years old & above.
- Parents' approval is required for applicants who are below 18 years old.
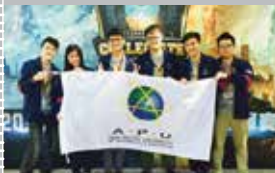- Fulfils minimum Game Requirement in the courses applied.

EXPECTATIONS

- Proficient in written and spoken English
- Passionate in professional games
- Self-driven and independent
- Willing to learn
- Willing to work in a group
- Willing to receive constructive feedback & criticism
- Able to practice regularly
- Keen to participate in eSports tournaments

GAME REQUIREMENTS	- LEVEL -		
	BEGINNER	**INTERMEDIATE**	**ADVANCED**
League of Legends (LOL)	Gold V and Below 30 – 50 Ranked Games played	• Gold V to Platinum V • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Beginner Level	• Above Platinum V • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Intermediate Level

GAME REQUIREMENTS	- LEVEL -		
	BEGINNER	**INTERMEDIATE**	**ADVANCED**
Defense of the Ancients 2 (DOTA2) *MMR – Match Making Rank	2,500 to 4,500 MMR* 30 – 50 Ranked Games played	• 4,500 to 6,500 MMR* • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Beginner Level	• 6,500 MMR* and above • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Intermediate Level

GAME REQUIREMENTS	- LEVEL -		
	BEGINNER	**INTERMEDIATE**	**ADVANCED**
Counter Strike: Global Offensive (CS:GO)	Distinguished Master Guardian and below	• Legendary Eagle Master or Legendary Eagle • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Beginner Level	• Global Elite or Supreme Master First Class • Has previous tournaments experience • Able to analyse replay • Able to join tournaments OR • Completed Intermediate Level

05:

IT'S ALL FOR THE LOVE OF ANNIHILATION.

Thaneesh Ganesan A.K.A Nash
Manager, APU eSports Malaysia Academy

Expertise: Education Management, Coaches Trainer, Mental Coach, Counsellor, Esports Team Management & Strategic Planning, Retired DOTA 2 Coach (Strategy and Game play).

Thaneesh Ganesan A.K.A Nash or Invasion-Nash is a pioneer veteran DOTA / DOTA 2 player, Caster and Coach in Malaysia. He is the founder, coach, acting manager and captain of the team Invasion Red which developed to become Invasion E-Sports which went on to qualify to The Internationals for DOTA 2. Throughout his career Nash has worked with many well-known DOTA 2 players such as Chuan, Mushi, Ohaiyo, KyXy Adam, Winter and many others. He has collected numerous local and SEA titles during his time as a Professional Esports Athlete. Soon after he graduated with his Marketing Degree Nash retired as a professional gamer to pursue his career.

In 2017 Nash re-established his career in esports as an Adjunct Lecturer/coach with APU eSports Malaysia Academy. He acted as coach, advisor and mentor to several DOTA/DOTA 2 players, teams and organisation behind the scene such as Team UDMN, Team 5IVE and Team DOTAHERO. Nash has more than 12 years' experience in esports.

As a Marketing major Nash has an excellent career run in Education Management as the Programs Manager for the whole Malaysia operations for an American University here in Malaysia working with renown local private universities like SEGI, HELP and currently with APU.

THE BEST IN KNOWLEDGE AND SKILLS

Master Gavin "GAVINL" Lam Wai Loong
Counter-Strike:Global Offensive Coaching Team

Gavin Lam is a former competitive CS 1.6 player and a renown FPS game veteran in Malaysia. He has acquired multiple national championship titles including WCG, IeSF, CGS and many others during his prime. Gavin's past CS:GO teams include eDTS, FMJ, KL Taufan, Karnal and Team Lz. He has been in the Esports scene for more than 15 years now. He has also travelled around the world to witness the growth of esports and currently he is consulting one of the top esports retailer.

Master Jason Siew "Jny" Chee Fung
DOTA 2 Coaching Team

Jason is an actuarial science major who is also the former Team Captain of the Professional DOTA 2 team Underminer. He is a versatile player with good leadership skills who has played as position 3 & 4 during his career peak and has more than 10 years of DOTA 2 experience. As a veteran and also a coach Jny has several top achievements in DOTA 2 in Malaysia.

Master Tan "DJOON" Eng Joon
DOTA 2 Coaching Team
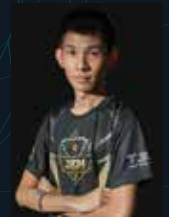
DJOON is a up and rising DOTA 2 player with 6 years of competitive experience. He was the Team captain of the Professional DOTA 2 team, Team 5ive. He has also coached Team DOTA HERO and has extended his professional knowledge as a team analyst for the infamous Team WG Unity as well. As a pure support player DJOON has acquired many local titles in major tournaments in Malaysia such as Malaysia Cyber Games, ACER Infinity cup, Selangor Cyber Games and many more all within the year 2017. He eyes for game analysis and strategy change makes him a great coach.

Master Nor Aidil "MYeyedeal" Bin Nor Azham
Counter-Strike:Global Offensive Coaching Team

A former competitive CS 1.6 and CS:GO player in Malaysia. MYeyedeal's past professional CS:GO teams are MVP Karnal and Orange eSports. He has shifted his focus more to coaching now but still plays competitive to keep himself fit. Aidil has numerous national championships under his belt and he wishes to produce new talents that will once again be crowned the national champions.

Master Yap "FDG ScoutJLY" Yuien Feng
League of Legends Coaching Team

ScoutJLY is a former Fire Dragoon player who is also an esports influencer. He has coached APU LoL team as well as APU Esports Malaysia Academy (AEM) LoL team. Yap has lead the AEM team to World University Cyber Games (WUCG) 2017 which was held in China and Korea to represent Malaysia. His in depth knowledge and understanding of the game has brought him many titles and lead to successful mentoring of players.

Master Tang "Kurai Sienz" Wai Xian
League of Legends Coaching Team

Coach for League Of Legends with 5 years of experience. Worked alongside with current Head Coaches of 1907 Fenerbahçe Esports and VivoKeyd, Jordan Grey and Luqman Abdullah respectively. Being a psychology major Kurai excels in personality coaching for teams and players. He was also the analyst for Team Fire Dragoon, responsible on helping the team analyse the current patches and competitive meta, as well as reviewing their games and explaining strategic directions.

Master Ramsay "KLH Bipolar" Devaraj
League of Legends Coaching Team

Bipolar started League of Legends at the end of Season 3. Starting professional gaming in 2014 was no easy task as Bipolar had to balance being on his school football team and being a straight A student. By the end of 2014 he had made his mark on the Malaysian scene by taking down Kuala Lumpur Hunters (KLH) in the 2014 Winter TLC. Following this, Bipolar went to North America and was on the University of British Columbia (UBC) collegiate roster which is no small feat considering that UBC had proven they were the best collegiate level team in the world just the previous year. In his first year at UBC, Bipolar assisted UBC to their second North American collegiate championship in a row netting him a full scholarship from Riot Games for his first year at UBC. During his 2016 summer break, Bipolar started helping Kuala Lumpur Hunters as a coach/analyst and decided to stay for a year to help Malaysian eSports grow. Now, he is taking another year out of university to play and help KLH and APU eSports Malaysia Academy.

DO YOU KNOW ...

"eSports will be an official medal sport at the 2022 Asian Games in China, as announced by the Olympic Council of Asia (OCA)." - *The Guardian*

06: COURSE FEES

Following is the fee for game-based training

	LEVELS (3 months per level)		
	BEGINNER	**INTERMEDIATE**	**ADVANCED**
Full payment (16 weeks)	RM 1200	RM 1380	RM 1500
Installment (To be paid on 1st Week & 9th Week of the Course)	RM 620*2 payments	RM 710*2 payments	RM 770*2 payments
MISCELLANEOUS FEES	> **Enrollment Fees** : RM 90 (School Students: RM 50) > **Lab Deposit** : RM 250*		*Refundable upon completion of course

IMPORTANT INFORMATION

Fee Payments - All fees must be paid before commencement of the course or before the deadline of the installment.
- All cheque payments are to be made to "ASIA PACIFIC UNIVERSITY SDN BHD"

Fee Refund Policy - Course fees paid will only be refunded where the notification of cancellation is received in writing by APU more than 14 days before commencement of the course.
- Enrollment fees paid are strictly non-refundable.

Note: The policies and fees in this Fee Guide are correct at that time of printing, and are subject to change without prior notice.

The Academy reserves the right to change fees and other requirements affecting students, and the provisions within this Brochure do not constitute a contract, express or implied, between any applicant or student, and the Academy.

ASIA PACIFIC UNIVERSITY SDN BHD
A/C Name: ASIA PACIFIC UNIVERSITY SDN BHD
RM Account No: 514413500658
Swift Code: MBBEMYKL

BANK ADDRESS
MALAYAN BANKING BERHAD
Lot No. G-1 & G-2, Ground Floor
Support Service Building,
Technology Park Malaysia,
Lebuhraya Puchong-Sg. Besi, Bukit Jalil,
57000 Kuala Lumpur, Malaysia

07:

WORLD CLASS FACILITIES

EXPERIENCE THE UNEXPECTED.

08:

THE WORLD OF COMPETITIVE GAMING

Photo Courtesy: Garena eSports (Flickr)

CHALLENGE THE IMPOSSIBLE.

Email : esports@apu.edu.my

APIIT EDUCATION GROUP

All information is correct at the time of publication but may be subject to change in the interests of continuing improvement.

AUG2019